

An Era of Heroes



2024 ARMADILLO DISTRICT CAMPOREE LEADERS' GUIDE

February 23 - 25, 2024

Camp Green Dickson
Co Rd 354, Shiner, TX 77984
REGISTER YOUR TROOP ONLINE AT
<https://scoutingevent.com/564-78729>

QUESTIONS?

Camporee Chair: Rahim Momin

832-375-9062

rahimrajabalimomin@gmail.com

CAMPOREE THEME – An Era of Heroes

The Earth is under a great threat. Something is ready to attack and destroy the planet that we call home. You have a job to do. You must save the people of Earth!

The Armadillo District Camporee 2024 proudly presents the theme **An Era of Heroes** symbolizing various aspects of heroes who risk their lives to save, serve, and protect all life. All activities and games will reflect this theme and allow you to become Earth's mighty hero.

Please embrace the theme wholeheartedly and feel free to dress up as superheroes during the various events, such as patrol challenges and campfire night. Actual weapons and projectiles are forbidden.

GENERAL INFORMATION

Our Armadillo District Camporee will be held February 23rd - 25th at Camp Green Dickson. Camporee is an outstanding opportunity for Troops and Venturing Crews to showcase Excellence in Teamwork, Scout Skills, and Spirit. Camporee is also a fantastic opportunity for fellowship and camaraderie with Scouts from other Troops in the District.

Awards will be given for each event, top patrol for overall skill, top patrol for overall spirit, top troop, best campsite, best gateway, and possibly a few others. Campsite inspections will be judged based on the traditional Jamboree camping style. This includes orderly tents and kitchen areas, cleanliness of site, signage, proper storage of tools, etc.

REGISTRATION INFORMATION

The fee is \$15 per Scout and \$15 per adult. All registrants will receive a Camporee Patch.

ALL UNITS SHOULD BE REGISTERED ON-LINE BEFORE FEBRUARY 16 (Friday), to allow us to identify campsites, have sufficient staffing, etc. Additional Scouts and leaders can be added after that date, up to and including registration at the camp.

Please register your Troop online by going to: <https://scoutingevent.com/564-78729>

It is best that you register as a Unit. Payment may be made online or by check to the Scout office. If you are an individual not with a Unit (such as a staff member), you will select the link to register as an individual and pay the fee online. If your Troop registers you, you do NOT need to register as an individual. If you have trouble paying online, contact the Camporee Chair. If you are a late registrant, you may pay at check-in. Those requiring registration assistance should contact the Camporee Chair.

Following registration and payment, refunds will be considered only according to standard Council policy.

ELIGIBILITY

Only registered Scouters and youth members are eligible to attend Camporee. No siblings, guests, or any others not registered with BSA are allowed to attend. HOWEVER, guests are welcome for the Saturday night campfire but should leave once the campfire has been completed.

EVENT OVERVIEW

We need Troop participation in sponsoring or managing a station, so please look over our events section and sign up for a hosting leadership role. You will be responsible for staffing and supplying these stations. Let the Camporee Chair know which event your Unit is choosing to host by emailing your choice to rahimrajabalimomin@gmail.com.

There will be an opening flag ceremony on Saturday morning. Patrol competitions will begin afterwards. Each patrol should complete at least 8 of the 11 events. Saturday evening, we will have a Dutch Oven Challenge followed by campfire, skits, and an Order of the Arrow call out (depending on Troops and nominated individuals attending). On Sunday morning, we will have a Scout's own service, awards, closing flag ceremony, pack up, clean up and check out.

Patrol Competitions

Each Troop is encouraged to participate in all of the events. Scouts are encouraged to wear Superhero themed uniforms (Marvel, DC) or class B shirts during all activities for comfort and to save Class A shirts for flag ceremonies and Sunday's Scouts Own Service.

Skits at Campfire

Each troop should create a skit. Higher scores will be awarded for originality and consistency. ALL troop skits will be scored by a panel of independent scouters. All skits must be submitted for approval prior to the campfire!

Order of the Arrow Call Out at the Evening Campfire

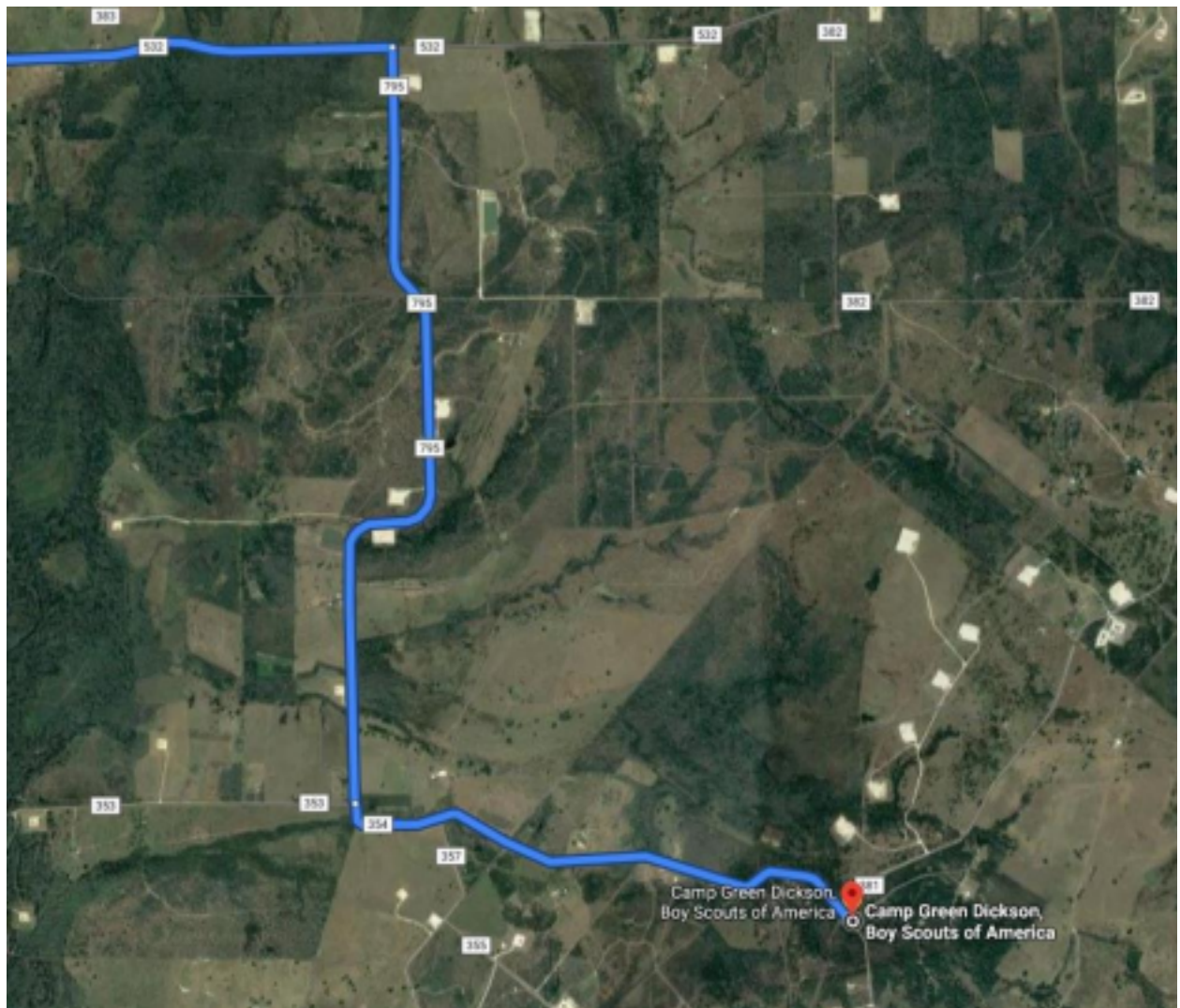
Following the skits will be the Order of the Arrow call out ceremony. If you wish to have your Troop members announced at Camporee, please make sure you send your list of candidates for the call out to the District Order of the Arrow Lodge Advisor, Gilbert Perez gsperez13@yahoo.com ASAP. This call-out is dependent on potential candidates from respective Troops attending Camporee.

DIRECTIONS

Camp Green Dickson:

- Take US-183 S to Gonzales, TX (70 miles from Austin)
- Turn left onto FM 532 East in Gonzales, go 8.5 miles
- Turn right onto FM 795; go 3.2 miles
- Bear left to continue on Co Rd. 354; go 2.2 mile
- Entrance gate on left

Type “Camp Green Dickson” on Google Maps for destination as well



TROOP ARRIVAL AND CAMPING ARRANGEMENTS



PARKING

Parking attendants will be available to direct traffic onto the campgrounds on Friday night and Saturday morning. To facilitate the large number of vehicles arriving at the event, we ask that Units consolidate equipment into **one** vehicle or trailer if possible. All vehicles will be directed to the parking lot. Only Troop trailers will be allowed to enter the camp and park near the camping sites. We ask that Scouts and adults carry their personal equipment from the parking lot to their designated campsite.

UPON ARRIVAL

Send a single person to check--in on Friday evening between 6:00 and 9:30 PM (Registration Building). Late registration is also at the Registration Office, if you are delayed. You will need:

- Updated attendance list
- Copy of BSA medical forms Parts A & B for all participants
- Order of the Arrow call--out List
- Payment for additional fees if you have additional attendees or other fees
- Copy of YPT Certificates for all adults staying at Camporee

CAMPSITE ASSIGNMENT

Troops will be camping within their designated boundaries, the size of which is set by the number of attendees that the unit registers. Campsite boundaries will be designated by stakes and marking tape, plus signs with Troop numbers. You will be assigned a campsite and given a map to locate it. Some Troops may share campsites. In those cases, please be considerate in leaving space if you are the first to arrive.

GEAR DROP OFF FOR COMPETITIONS

If your Troop has equipment needed for competitions, you may leave it in the staging area close to the Registration Building, rather than taking it to your campsite. Do NOT drive off the gravel roads.

LATE ARRIVALS

Late arrivals should report to the Registration Office, to be given directions to campsites and to collect fees if they have not already paid. Please note that individual Units are responsible for keeping track of which members are present at all times.

CAMP RULES

This is a Scouting event! As such, proper Scout--like behavior is expected of all Scouts and all Scouters at all times. Individual Units are responsible for monitoring their Scouts and adults. In addition, camp Staff will be available, if needed, to address specific instances of unScout--like behavior. We are guests at Camp Green Dickson, and have an obligation to leave it better than we found it!

Among the important ‘Do’s’:

- Have Fun!
- Obey the Scout Law!
- Leaders: Keep track of your Scouts. Scouts: Let your leaders know where you are.
- Keep a clean camp. All camps will be periodically inspected, and camps must be completely kitchen-clean prior to departure.

Among the list of ‘Don’ts’:

- No smoking—adults or Scouts
- No alcohol—adults or Scouts
- No damaging of property, including the Camp, other patrols, other Troops, etc.
- No trash left for others to clean up
- No personal firearms

FOOD, WATER, AND UTILITIES

Each unit is responsible for providing food and drinks for their Scouts and adults for the weekend.

Potable water is available at Camp Green Dickson via water buffalos. However, we strongly encourage Units to bring adequate water as needed for their purposes during the weekend. Plan on 1 gallon of water per person per day. **Each person should carry a water bottle or hydration pack with them throughout the day. Please make sure that everyone stays hydrated.**

No electricity is available at the camping sites. Gas engine generators are not allowed. Cell phone service is available at the camp, and in some places it is better than others.

BATHROOMS

There will be portable restroom facilities available for adults, visitors, male Scouts, and female Scouts.

SCHEDULE

Friday 2/23

6:00 PM-9:30 PM	Arrival; Setup Camp; Final unit roster/payment – Registration Office
9:30 PM	Cracker Barrel (bring your own food) – 1 SM / 1 SPL and Staff Chaplain Aid Meeting – at Pavilion. Event Coordinator Meeting; Handout Event Maps; Pass out & explain score sheets -- Pavilion
11:00 PM	Lights out

Saturday 2/24

9:00 AM	Flag and Opening Ceremony at Flagpole. Bring your unit's flag.
9:30 AM-12:00 PM	Patrol Competitions
12:00 PM -1:30 PM	Lunch at your campsite
1:30-2:45 PM	Patrol Competitions continue
3:00-4:30 PM	Service Project
4:30 PM-7:30 PM	Skit Auditions reviewed at Pavilion Tally awards points at Registration Office JUDGE DUTCH OVEN COOKING (starting around 6:15 pm) Free time and Dinner Pack up if not camping for the night
7:45 PM	Skits, Campfire, and OA Call-out
11:00 PM	Lights out

Sunday 2/25

8:00 AM	Scouts Own Service
8:30 AM	Awards & Closing Flag Ceremony
9:45 AM	Pack up/Clean Camp/Depart

The 2024 Camporee Theme is "An Era of Heroes "

PATROL COMPETITIONS

Patrol members should carry water and snacks to get through the morning. Patrols will be attending various stations and performing physical as well as mental challenges so be prepared. At some events, the Event Coordinators will have materials that you may need to complete the event. Remember that Scout skills are the basis for all events.

Event coordinators (Troops/Crew) will have the basic materials needed at each event. However, each patrol should at least have the following basic gear:

- Patrol Flag
- Scout Handbook (for reference, if needed)
- Weather appropriate clothing
- Sturdy walking/hiking shoes
- Snacks/drinking water
- Sun protection, if needed
- Paper/pen/pencil
- Bandana or scarf

Scoring

At each event, the patrol will be scored on a) skill (shortest time, success, etc.), and b) Scout spirit. The scale is 0-10 for each item, with an 11 reserved for exceptional performance. The skills for almost every event are found in the requirements for Tenderfoot, 2nd Class, and 1st Class. Practice makes perfect.

In order to qualify for the Spirit Award or the Top Patrol Award (skill), a patrol must complete at least 8 of 11 events. If a patrol completes more than 8 events, the best 8 scores will be used. Patrols can attempt an event one time.

Event list includes:

HAND CRAFTING

1) DIY Superhero weapon – Troop #

You can't be walking into battle unarmed like that. It's time to build your weapon of power. The goal of the game is to make the most accurate superhero weapon with random items out of a mystery bag. You can only use a maximum of 10 items to build your superhero weapon, and all 10 items must be used. You will have a time limit of 10 minutes to build your weapon and by the end of the challenge you will be judged on the accuracy and power of your superhero weapon.

Rules: The following rules apply:

- The patrol members reach into the bag and retrieve 10 items
- The patrol is given 5 minutes to draw or explain what they are going to construct and what power it has
- A Disadvantage card is drawn that the patrol must follow.
- When ready, the clock starts
- After every 2 ½ minutes a different disadvantage card is drawn that must be followed
- The event is over when the patrol says they are finished or after 10 minutes have been reached
- The patrol is judged on a scale of 1-10 (10 best) for accuracy and power of your superhero weapon. Time of completion is also noted.

Equipment: Paper, clipboard and pencil so teams draw their weapon of power (or they can explain it to you). A bag with at least 20 items for construction such as plastic tube(s), hose, plastic cup, string, small boards, bandana, masking tape, etc. At least 10 disadvantage cards (such as patrols can only use their left hands, all but 1 patrol member is blindfolded and that individual cannot physically help with construction, patrol members cannot talk, construction items are placed 20 feet away and patrol members can only retrieve 1 item at a time, 50% of the patrol is blindfolded and only blindfolded patrol members can physically do construction etc.).

Scoring: Time to completion (50%), accuracy (50%)

BUILD

2) Create your logo – Troop #

It is time to create your one and only logo to show the world who you really are! The game involves the patrol to create the most creative superhero logo with lego blocks. The patrol is provided with the legos and has a 10-minute time limit. The goal is to make a unique logo that doesn't resemble any existing superhero logos. All patrol members must contribute to the making of the logo.

Rules: The following rules apply:

- The 10 minute timer starts.

- They use the lego blocks to create their superhero logo.
- Every member of the patrol must participate.
- When the timer ends, the patrol must explain the logo.
- Final touches are not allowed after the 10-minute time limit.
- The patrol is judged on a scale of 1-10 (10 best) for creativity. Time of completion is also noted.
- There can be multiple patrols in this game, as long as each patrol has a separate station with the same set of legos.
- After judging, the patrol must dismantle their legos before leaving

Equipment: The materials include lego bricks, and a phone or stopwatch to track the time.

Scoring: Time to completion (50%), uniqueness (50%).

TRAINING

3) Strength Building – Troop #

Time to test your true physical strength. Let's see how well you hold up. Arrange a sequence of superhero training exercises, including power lunges, hero push-ups, jump rope, agility drills, etc. Each superhero needs to finish a specified number of repetitions before the team can move forward. Measure the time it takes for the superhero team to complete these energy-packed challenges.

Rules: The following rules apply:

- Eight superhero training exercises will be explained to the patrol
- Each patrol member does at least 1 of the exercises, while the rest of the patrol cheers them on.
- Every member of the patrol must participate in an exercise

Equipment: Eight ideas for exercises and how many repetitions; stopwatch

Scoring: Fastest time to complete all the exercises correctly.

HEROES AND VILLAINS

4) Transport the Infinity stones – Troop #

We have acquired all 6 infinity stones! Quick! We must transport the stones into a safe compartment away from Thanos and his soldiers! This game requires 2 members of a patrol to hold 2 ropes horizontally. An Infinity Stone (Pickleball) will be placed on one end and your job is to incline or decline the ropes in order to get the Stone (Pickleball) in position to drop into the compartment (5 gallon bucket). You have 5 minutes to transport 6 Infinity Stones into the compartment.

Rules: The following rules apply:

- Every member of the patrol must participate.
- Two people at a time will hold the ropes and attempt to drop the pickleball rolling on the ropes into the bucket.
- Two people holding the ropes must remain standing in the same position

Equipment: one (or six) pickleball(s) to use as “infinity stones”, one bucket to drop the pickleball in, two 8 feet ropes and timer.

Scoring: Fastest time to transport the 6 infinity stones into the compartment (max time: 5 min)

SUPERHERO IDENTIFICATION

5) Show your Superhero Identity – Troop #

Are you really a superhero? Show the judges what a superhero you are by acting out their signature moves. Each scout must act out different superheroes. You can use sticks and other objects around you as props. When you are done acting, the rest of the patrol will try to figure out who you are and how long it takes.

Rules: The following rules apply:

- A patrol member will pick up a piece of paper with a superhero written on it, and act it out.
- The rest of the patrol will guess what superhero the person is acting.
- Repeat the first two steps with a different patrol member acting out the superhero
- The patrol is judged on how long it took to guess all the superheroes.
- A patrol can skip a superhero with a 30 second penalty applied

Equipment: 10-20 index cards with different superheroes written on them for the scouts to act out. Timer to time how long the patrol takes to guess the hero.

Scoring: Fastest time to complete after 10 cards have been drawn.

REINFORCEMENTS

6) Wounded Soldier – Troop #

Show your true strength and capability by going into battle against Ultron’s soldiers. Fighting these robotic machines is light work. Everything is looking great until, OH NO! A robotic dart thrower found Captain (X) and hit him/her and now he/she has a wound in their leg; you have to get him/her back to the helicopter immediately so he/she can get back home for treatment. Using two thick wooden sticks and a lengthy, strong piece of fabric or cloth or tarp, you must carry your wounded soldier back to the helicopter for treatment. The stretcher must withstand the weight of the soldier and carry the Scout approximately 50 meters from the starting point. Make sure it’s sturdy or else you’ll have to go back to the starting point.

Rules: The following rules apply:

- Every member of the patrol must participate.
- Use the materials given to create a stretcher to carry one of your “wounded” patrol members.
- Carry the “wounded” patrol member 50 meters.

Equipment: Two 6-8 feet thick wooden poles, and one large tarp to create the stretcher. Timer

Scoring: Fastest time to complete building the stretcher and carry the person approximately 50 meters to the finish line.

JEOPARDY

7) Superheros is in Jeopardy – Troop #

You are a contestant on the popular Avengers game show Jeopardy. You have already proven your skills in scoutcraft and scouting lore. Now you need to prove your knowledge of Superheros and Boy Scout trivia. Scouts should be familiar with Superhero lore and Boy Scout trivia.

Rules: Standard rules for jeopardy. Correct answers are worth 1 point and incorrect answers are -2 points. 10 Scouting trivia questions are selected and 10 Superhero trivia questions are selected.

Equipment: At least 20 notecards with 50% Scouting trivia questions and 50% Superhero trivia questions.

Scoring: Number of correct answers are worth 1 point and incorrect answers are -2 points to 20 questions

LODGING

8) Thanos’s Ultimate Destruction– Troop #

Thanos has destroyed your planet and the only home you had. Lucky for you, the Guardians of the Galaxy saved you just before the blast hit your planet. Unfortunately, everyone but yourself was blinded by the explosion, and the spaceship was damaged. Upon crash-landing in a forest on a different planet, you break your arms, but at least you still have your sight. You need lodging for the night and have a tent. Guide your blinded (blindfolded) scouts in setting up the tent before nightfall comes.

Rules: The following rules apply:

- All but one scout in the patrol will be blindfolded.
- The scout who isn’t blindfolded cannot touch the tent.
- All patrol members must participate.

- Scouts will put up a tent blindfolded.

Equipment: Blindfolds for the scouts and one 4 person tent. Timer

Scoring: This event is based on time to completion

MINEFIELD

9) Avoid the minefield – Troop

As you enter minefield active villain territory, you get attacked by smoke detectors that fog up the area. You are now blind and have to pass the area without hitting a mine. Luckily, your superhero partner has the superpower of x-ray vision and can guide you through this explosive field. One scout will have to guide his whole patrol, which will all be blindfolded, through an area with cones and other small items such as gloves, ball pit balls, or hoola hoops to signify the mines (minefield). Your task is to get out of the area without anyone stepping on a mine in the fastest time possible. If a scout steps on a mine, they get removed from the game, and 30 seconds gets added to their time.

Rules:

- All patrol members must participate.
- If you touch one of the mines, the Scout is removed and 30 seconds is added to your completion time.

Equipment: Blindfolds for the scouts, and around 20 various small items such as gloves, ball pit balls, cones, or hoola hoops to signify the mines. Ropes to designate the minefield area. Timer

Scoring: Time to get your superheroes across the minefield, divided by blindfolded superheroes

PIPE AND BALL CONNECT

10) Transport the Reactor Cores – Troop

Three reactor core balls must be put in a machine. However, the ball cores are very hot and will burn your hands off if you try to hold them, so you use special PVC pipes in different shapes to put the balls into the machine. Some of the pipes are defective; therefore, some will be removed each time you put the ball through them. Remove a certain number of pipes as the game goes on. Maximum of 3 rounds.

Rules: The following rules apply:

- All patrol members must participate.
- Scouts will use the PVC pipes to transport the ball into the bucket.
- Judges will randomly remove some of the pipes.
- Dropping a ball or letting it touch your hands will add 15 seconds to your time.

Equipment: Six 2" PVC pipes for the scouts to transport the ball with, one bucket, and three ping pong balls. Timer

Scoring: The quickest time to transport the reactor core balls into the machine (bucket).

LANDSKI

11) Ski Through a Glacier to reach the Villains HQ – Troop 797

As your journey continues towards the doorsteps of the Villains HQ, you are greeted with glacier terrain. The glacier ice is made out of a special acid that will burn you if you step on it. Luckily, you have your special ski, but only you have it, and your fellow superheroes must make it over too. So all of you get on the ski and make the trip towards the headquarters. A patrol must get on the wooden ski and use teamwork to travel with it.

Rules: The following rules apply:

- All scouts must step on the wooden planks and hold the ropes to get across 50 meters.
- All patrol members must participate.

Equipment: Two 6ft long 2x6 wooden planks, and six ropes tied to the plank one rope per scout. If there are more than 6 patrol members then the remaining members can opt out.

Scoring: The quickest time to travel towards the finish line; add 20 seconds for every time someone trips or puts their leg on the ground.

Scout Heroes Campfire: Each patrol should be prepared to perform a song, skit or cheer on Saturday evening. All planned songs, skits or cheers should be SUPERHERO themed so pull out those old favorites and rewrite them to match the theme. All skits must be submitted for approval prior to the campfire!

ALL DAY ALL THE TIME:

Proudly display your heroic costumes. All Scouts and leaders are encouraged to wear Superhero form inspired outfits and accessories. NO WEAPONS allowed. The Unit with the most participants who embrace the theme will be recognized.

GATEWAY COMPETITION

There will be a Troop award for Spirit Gateways. Your gate doesn't have to be big, but it should be festive!

AWARDS

Each Unit--sponsored event will score their own activity and report results to Camporee Staff. They will provide a skill score and a spirit score.

Traditional Camporee Awards will also be provided for the best Gateway, the best Troop campsite and Dutch Oven cooking.

EMERGENCY ACTION PLAN

Camp Green Dickson
3360 County Road 381
Gonzales, TX 79629

EMERGENCY:

Medical, Fire, Sheriff: **CALL 911**. The physical address of the camp is noted above. Notify camp headquarters immediately after calling 911.

IMPORTANT PHONE NUMBERS:

Camporee Chair: Rahim Momin 832-375-9062
First Aid at camp: Nicole Howard 516-637-1552

EMERGENCY SHELTER:

In cases of dangerous weather, the pavilion will be used as an emergency shelter. If you cannot get to that building, the following standard safety procedures should be followed:

LIGHTNING:

1. Adults should keep your car keys with you at all times
2. When lightning and thunder are less than 30 seconds apart, seek shelter in an enclosed vehicle or building.
3. Do NOT seek shelter under a lone tree.

TORNADO:

All campers will seek shelter in a ravine or other low area. Lie flat with your hands/arms shielding your head and face.

CAMPER SECURITY

Make sure all forms are filled out **prior** to arriving at camp. Please think of those waiting to be checked in after you. A Scout is courteous.

All fields on the unit registration form for each camper must be filled out and turned into admin.
Standard AO-804

No youth camper can leave camp without the unit leader first bringing the camper to admin and meeting the person signing the camper out in the presence of an admin staffer. Standard AO-804

Armbands will be used throughout the event; any person who is not wearing an armband should be reported to an adult camporee staff member right away. Standard AO-804

Any **unauthorized person** in camp who may pose a possible threat should be reported to 911 and camporee staff should be notified right away. Standard AO-804

Per BSA requirements, at least two registered adult leaders who are 21 years of age or older are required to attend with each unit, and to be present during the entire Camporee. Units bringing female youth must bring at least one registered adult female who is 21 years of age or older. All leaders must have a current Youth Protection Training certification.

IMPORTANT REMINDERS

The following are some important reminders for Camporee (in no particular order):

Work gloves	Bring work gloves for the service project that the camp ranger will have us work on
Fires	Any fires at the individual campsites must be off the ground so as not to burn / scorch the grass. Check the current burn bans in effect before having any fire.
Trash	All troop trash should be packed out by the unit when they depart
Troop gear	Large, bulky, and heavy unit gear should be consolidated into one vehicle or trailer that will be allowed to pull up next to the campsites. The walk from the main parking area to the camping sites is not far.
Event gear	Make sure to read the event that your unit is hosting and bring all applicable items and gear to host the event. Scorecards will be provided by Camporee staff. Contact Rahim Momin if you have any questions concerning items that you might need for your event.
Cracker Barrel	Please feel free to bring your own snack, food and drink to the Friday night Cracker Barrel that we will have at the Pavilion
Water	Camp Green Dicksons water well is currently undergoing replacement. Water buffalos are available but we also encourage units to bring some water.
Toilets	Portable toilets will be provided at Camporee
Bandana / Blindfold	As some of the events require individuals to be blindfolded, please bring a bandana or blindfold for the Camporee events
YPT Certificates	All adults must bring a copy of their YPT certificates upon unit check-in.